METALS AND OTHER MATERIALS

The Technician may forge as much metal as he or she wishes subject to the maximum capacity of his or her furnace per heat. Base costs below are for 100 pound batches. For every 100 pounds, the forging time is multiplied by the number of hundredweight being forged. More detailed examples of producing iron, steel and phosphor bronze are detailed in the Operations Manual.

High Carbon Steel

Base Cost: 20 SS
Forging Time: 4 hours per heat
Discipline/DoM: Metallurgy II
Materials: molybdenum (4%)
Effects: This high carbon steel approximates today's standard steel. It is much stronger and durable than the poor steel or iron used normally in a medieval culture. It will subtract -2 from an opponent's armor value w en used as a w apdn and add +2 t earmors absorption value. Weapons made out of high carbon steel will break only on an 01 instead of on an 01 through 03. On an 02 and 03, the wielder drops the weapon instead.

Kevlar

Base Cost: 50 SS
Forging Time: 10 hours per heat
Discipline/DoM: Chemist DoM 9
Materials: none
Effects: Kevlar is a impact resistant material used today to make ballistic cloth. It is treated as leather with two extra points of armor absorption. Kevlar receives full armor value against firearms.

Mild Carbon Steel

Base Cost: 1 SS
Forging Time: 8 hours per heat
Discipline/DoM: Metallurgy I
Effects: Mild Carbon steel is a steel made be reforging the metal and impregnating it with carbon. This metal is manufactured solely through skill, without any additives. Mild carbon steel is also known as Damascus or Spanish steel. It will subtract -1 from an opponent's armor value when used in a weapon and add +1 to armor absorption. Weapons made out of mild carbon steel will break only on an 01 or 02. An 03 is treated as a dropped weapon.

Phosphor Bronze

Base Cost: 20 SS
Forging Time: 4 hours per heat
Discipline/DoM: Metallurgy II
Materials: tin phosphide
Effects: Phosphor bronze is bronze (90% copper, 10% tin) which has been subjected to treatment with phosphorus compounds. Many good phosphor bronzes contain only a small amount of phosphorus, which has no significant influence on the character of the alloy. Many phosphor bronzes are equal in st engt tr the best st el, and some even surpass st el in general properties. The most valuable properties of phosphor bronze are its extraordinary tenacity and strength. It can be rolled, hammered and stretched cold, and its strength is nearly double that of the best ordinary bronze. It will subtract -1 from an opponent's armor value when used in a weapon and add +1 to armor absorption.

Spring Steel

Base Cost: 20 SS
Forging Time: 4 hours per heat
Discipline/DoM: Metallurgy III
Materials: molybdenum (4%)
Effects: This form of high carbon st el is very resilient and st ong. Like normal high carbon st el, it well subtract -2 from an opponent's armor value when used as a weapon and add +2 to armor's absorption value. Weapons made out of high carbon steel will break only on an 01 instead of on an 01 through 03. On an 02 and 03, the wielder drops the weapon instead. In addition, any mechanical device, such as a cross bow, will do +1 damage.

Stainless Steel

Base Cost: 30 SS
Forging Time: 6 hours per heat
Discipline/DoM: Metallurgy III
Materials: molybdenum and chromium (10%)
Effects: This st el is t eat d as high carbon st el but it w ll not rust

Titanium Steel

Base Cost: 100 SS
Forging Time: 8 hours per heat
Discipline/DoM: Metallurgy IV
Materials: titanium (30%)
Effects: This steel alloy approximates today's high performance jet aircraft metal. It will subtract -3 from an opponent's armor value when used as a weapon and add +3 to armor's absorption value. Weapons made out of titanium steel will break only on an 01 followed by 75 or less on d100.

Tungsten Carbide

Base Cost: 500 SS
Forging Time: 16 hours per heat
Discipline/DoM: Metallurgy IV
Materials: tungsten (70%)
Effects: This is the most potent alloy defined in the game. When used in a weapon, it will subtract -4 from the opponent's armor value. When used in armor, it will add +4 to the armor's absorption value. A weapon made out of tungsten carbide will break only on an 01 followed by 50 or less on d100.